



Room 6: Bathroom

After solving the alarm clock puzzle it's time (heh) to explore the next room: the bathroom. You enter and notice the toilet, sink, and some weird pumping system. Wait, no shower? Where did the Count shower? Let's not dwell on that.

The sink seems to have water, but the toilet doesn't flush. Strange.

You have a closer look at the pumping system. There seem to be four tanks:

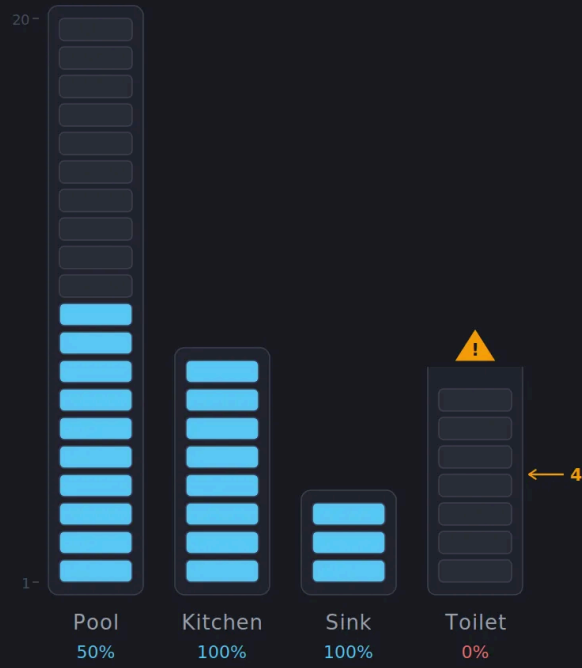
Tank	Maximum	Current
Pool	20 L	10 L
Kitchen	8 L	8 L
Sink	3 L	3 L
Toilet	7 L	0 L

There are buttons to move water around between each of the tanks, until the other tank is full. Next to the toilet is a big warning sticker saying "Toilet will overflow if filled all the way up" — so with that one you have to be careful.

You kinda need to use the bathroom, and urgently...

The toilet tank also has an arrow marking the level 4. What would be the minimum number of buttons you need to press to get the toilet active again?

TANK MONITOR



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION